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IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

November 21, 2000

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SUBJECT: Patent Application
Inventors: Nrijeet Singh Josan, Brenda Ann Moreno
Title: A METHOD FOR PROVIDING A TRANSITION FROM ONE SERVER TO
ANOTHER SERVER CLUSTERED TOGETHER
File No: 05MV1121

Dear Sir:

Enclosed herewith are the following papers comprising an application for patent as identified above:

1. Specification (18 pages)
2. Claims (3 pages)
3. Abstract (1 page)
4. Formal Drawings (11 pages)
5. Declaration and Power of Attorney
6. Assignment of Invention

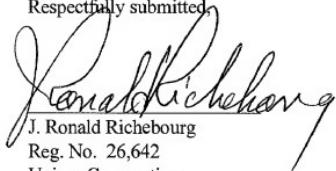
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1. Basic Fee	\$710.00
2. Additional Fees	
a. Number of claims in excess of 20, (14-20=0) 0 times \$18	0.00
b. Number of independent claims minus 3, (2-3=) 0 times \$78	.00
TOTAL	\$710.00

Correspondence is to be directed to the undersigned attorney of record, and an early acknowledgment will be greatly appreciated.

Respectfully submitted,



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Enclosures

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Carol Wasserman

By: Carol Wasserman

TITLE: A METHOD FOR PROVIDING A TRANSITION FROM ONE SERVER TO ANOTHER SERVER CLUSTERED TOGETHER

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FIELD OF THE INVENTION:

The present invention generally relates to the
15 field of clustered computer systems and in particular to a method for providing transition from one server to another server while actively running applications on

both servers, wherein both servers are clustered together and executing one operating system while clients coupled to the cluster are operating a second operating system.

5 BACKGROUND OF THE INVENTION:

In a single computer network, clustering application software allows resources, or interfaces, to be executed by more than one server, or node, within the
10 network. Clustered servers increase efficiency and play a vital role in handling complex business transactions.

A transition occurs when a resource is made available or unavailable on a given node. A transition
15 can be classified as a failover or a failback. When a failover occurs, the resource is made available on a node via an online request. During failback, the resource is no longer made available on a node via an offline request.
20

An online request generally occurs when one node in a cluster goes down and the resource is needed on the surviving node. Failover enables the resources owned by the failed node to be taken over by the surviving
25 node. Failover is complete when all of the node's resources are online on the new node.

An offline request generally occurs when a server node that has failed is restored. When the failed
30 server node becomes active again, failback brings all the resources that were transitioned during failover back to the original node. Failback is complete when all the

transitioned resources are restored to the original node via an online request and removed from the remaining node via an offline request.

5 Applications that are not cluster-aware will not failover to the surviving node in the case of a server failure. This causes stoppage of all the client jobs running on the failed node and loss of access to the resources on that node. The application has to wait for
10 the server to come back up to resume the jobs. This proves to be a time-consuming and inefficient process.

Cluster-aware applications do not face this problem. If a node in the cluster goes down, the
15 application fails over to the second node in the cluster and the client jobs continue without any interruption. The surviving cluster node picks up where the failed server left off. And when the failed node becomes available again, resources transitioned during failover
20 are transitioned back to the original node during failback. Clients connected to the clustered servers need not know that a server failure occurred.

One prior art clustering system to which the
25 method of the present invention generally relates is described in U.S. Patent No. 5,964,886, entitled HIGHLY AVAILABLE CLUSTER VIRTUAL DISK SYSTEM. In this system, a cluster implements a virtual disk system that provides each node of the cluster access to each storage device of
30 the cluster. The virtual disk system provides high availability such that a storage device may be accessed

and data access requests are reliably completed even in the presence of a failure.

The method of the present invention makes use
5 of a clustering system using a virtual disk system. Instead of implementing the clustering system, the method of the present invention builds upon the system, adding an additional type of resource capable of failover and failback. Thus, when one node in the cluster goes down
10 or becomes inactive for any reason, the method of the present invention enables all the resources owned by that node to be taken over by the other node in the cluster.

Another prior art clustering system to which
15 the method of the present invention generally relates is described in U.S. Patent No. 5,852,724, entitled SYSTEM AND METHOD FOR "N" PRIMARY SERVERS TO FAIL OVER TO "1" SECONDARY SERVER. This invention is directed toward a system and method for server back-up. A set of Primary
20 servers and at least one secondary server is coupled to a set of networks. Upon detecting a primary server status that indicates that a primary server is inoperative, the secondary server starts the duplicate set of the primary set of services corresponding to the now inoperative
25 primary server.

The method of the present invention does not make use of a duplicate set of the primary services. Instead, the services, called resources, are transitioned
30 immediately upon server failure. Before the failure, each server in the method of the present invention is capable of running its own resources. When one server

goes down, the failed server transitions all of its resources to the remaining node. In the method of the present invention, groups of resources are brought online on the remaining server instead of using duplicate sets of the resources. Additionally, the resources become available on the remaining node when a server failure occurs.

Still another prior art clustering system to which the method of the present invention generally relates is detailed in U.S. Patent No. 6,134,673, entitled METHOD FOR CLUSTERING SOFTWARE APPLICATIONS. This prior art method allows for fault tolerant execution of an application program in a server network having a first and second server, wherein the method includes: executing the application program in the first server; storing an object which represents the program in a cluster network database, wherein the object contains information pertaining to the program; detecting a failure of the first server; and executing the application program in the second server upon detection of the failure of the first server, in accordance with the information in the object.

The method of the present invention builds upon the above-mentioned clustering software. Patent No. 6,134,673 describes a clustered server capable of detecting a failure in one server and executing the same application program in the second server. The method of the present invention is different because the application on each server is capable of running independently prior to a failure. In the event of a

failure, resources from the failed server are transitioned to the remaining server node. Because the resources remain available to the client applications, clients connected to the clustered server need not know
5 that a server failure occurred.

The concept of cluster-awareness is not a new one. However, previous implementations of cluster-aware applications require both servers to have identical
10 configurations of the software being executed before a server failure occurs. In the event of a server failure, the applications are executed on the remaining server node. If a server failure does not occur, however, only one copy of the application is running. The remaining
15 copy of the application is never utilized. Thus, the need arises to provide transitions from one server node to another while actively running the application on both servers.

20 SUMMARY OF THE INVENTION:

It is therefore an object of the present invention is to provide a successful transition from one server to another, wherein both servers are clustered
25 together and executing one operating system while clients coupled to the cluster are operating a second operating system.

Still another object of the present invention
30 is to provide a seamless transition capability for proprietary systems like Windows NT or Windows2000

interoperating with clients running on software such as Unix.

Still another object of the present invention
5 is to allow both servers to simultaneously run different
resources and to transition resources running on the
failed server to the surviving server.

Yet another object of the present invention is
10 to provide constant availability of the resources even
when a server failure occurs.

The method of the present invention is useful
in a computer system including at least two server nodes,
15 each of which execute clustered server software. The
program executes a method for providing a transition from
a first server node to a second server node. The method
includes the steps of responding to a request for the
transition and initiating a thread for effecting the
20 transition from the first server node to the second
server node. Next, determining if a shared resource is
owned by the second server node and if not, calling a
driver to enable functionality of the transition, which
transition sets up the shared resource access to the
25 second server node.

Still other objects, features and advantages of
the present invention will become readily apparent to
those skilled in the art from the following detailed
30 description, wherein is shown and described only the
preferred embodiment of the invention, simply by way of
illustration of the best mode contemplated of carrying

out the invention. As will be realized, the invention is capable of other and different embodiments, and its several details are capable of modifications in various obvious respects, all without departing from the 5 invention. Accordingly, the drawings and description are to be regarded as illustrative in nature, and not as restrictive, and what is intended to be protected by Letters Patent is set forth in the appended claims. The present invention will become apparent when taken in 10 conjunction with the following description and attached drawings, wherein like characters indicate like parts, and which drawings form a part of this application.

15 BRIEF DESCRIPTION OF THE DRAWINGS:

FIG. 1 is a generalized block diagram of a system that may use the method of the present invention.

20 FIG. 2 is a block diagram illustrating one node in the clustered server and how the Resource DLL interfaces with the product's driver.

25 FIG. 3 is a block diagram illustrating the available requests from MSCS that the Resource DLL can respond to.

FIG. 4 is a flowchart that illustrates the steps for an open request.

30 FIG. 5 is a flowchart that illustrates the steps for enabling failover for an online request.

FIGS. 6A and 6B combined form a flowchart that illustrates the steps for a separate thread of execution generated by the online request in FIG. 5.

5

FIG. 7 is a flowchart that illustrates the steps for enabling failback for an offline request.

FIGS. 8A and 8B combined form a flowchart that
10 illustrates the steps for a separate thread of execution generated by the offline request in FIG. 7.

FIG. 9 is a flowchart that illustrates the steps for a close request.

15

DETAILED DESCRIPTION OF ONE EMBODIMENT:

Before proceeding with a detailed description of the
20 method of the present invention a background discussion of resources and their role in clustering may be helpful. In general, a resource is any component in a cluster that can be brought online and taken offline on a given server node. In the present invention, all resources made
25 capable of transitioning are PRONFS resources. A PRONFS resource is a resource that defines the exported access to a logical volume. Clients interfacing with the clustered server have access to these resources.

30

In the method of the present invention, both servers are capable of running different resources at the same time. In the event of a server failure, all resources

from the failed server are transitioned to the remaining server node. Once the resources are moved, they become available for client use again. The client need not know one of the nodes in the clustered server failed.

5

Referring now to the drawings and FIG. 1 in particular, a block diagram of a computer system is shown of a client-server network 10 including PC clients 11 and 12 typically executing UNIX operating systems; and a 10 clustered server 15 typically executing NT operating system. PC clients 11 and 12 are connected via a network 13 and interface with the clustered server 15 through a virtual IP address 14. The clustered server contains two 15 nodes designated NT Server A 20 and NT Server B 24. The NT Server A 20 is further comprised of a Microsoft Cluster Server (MSCS) software 17, which is available from Microsoft Corporation, Redmond, WA, a Resource DLL 18, and a PRONFS driver 19. The NT Server B 24 contains similar software, namely a MSCS 21, a Resource DLL 22, 20 and a PRONFS driver 23. The NT Server A 20 and the NT Server B 24 share a common storage device 15.

With reference to FIG. 2, a diagram illustrating one node in the clustered server and how the Resource DLL 22 25 interfaces with the product's driver 23 is shown. Each node requires the use of cluster server software, typically a MSCS software 21. The Resource DLL 22 interfaces between the MSCS 21 and with a driver 23.

30 A device driver is code that communicates with or simulates the presence of a hardware device. It links the device with the operating system, making the device

available to the operating system and applications through an interface. Device drivers can access their devices directly if the devices are mapped into system memory. If devices are not mapped into system memory,
5 device drivers may need to use the services of drivers that are closer to the hardware, namely lower-level drivers, in order to access their devices.

With reference to FIG. 2, the driver 23 is an added
10 software component of the NT Server B 24. It controls the availability of shares on the NT Server B 24. The driver 23 responds to the requests from the Resource DLL 22 to make a share available or unavailable depending upon whether the Resource DLL issues an online or an
15 offline request.

Referring now to FIG. 3, a block diagram illustrating the available requests from the MSCS 21 that the Resource DLL 22 can respond to is shown. Based upon
20 an action from the MSCS 21, the Resource DLL 22 can respond to an open request 26, bring a resource online via an online request 27, bring a resource offline via an offline request 28, and make a close request 29. An online request 27 consists of initiating an online
25 thread, a process further explained in FIGS. 6A and 6B. An offline request 28 consists of initiating an offline thread, a process further explained in FIGS. 8A and 8B.

With reference to FIG. 4, a flowchart illustrating
30 the steps for an open request is shown. An open request involves creating a share, or resource, on either the NT Server A 20 or the NT Server B 24. The process begins

with start bubble 31 followed by a process step (block 32) or storing the name input by the user into the server's registry. The process then continues with a process step (block 33) of storing dependency for a disk 5 drive into the registry. After dependency information is stored, the share properties are stored into the registry (block 34). A share property defines the exported access to a logical volume. The process continues with a process step (block 35) of storing the server name 10 associated with the resource into the registry. The process then ends (block 36).

Referring now to FIG. 5, a flowchart illustrating the steps for enabling failover for an online request is 15 shown. The process begins with a start bubble 40 followed by a process step (block 41) to check and validate the resource. Once the resource has been validated, process step (block 42) calls a function called Owner Node Name Match. This function returns true 20 when the local server owns the resource, and false when the remaining server node owns the resource. Based on the value returned from this function call, the process continues with an inquiry as to whether or not the request is for a local share (diamond 43). If the answer 25 to this inquiry is yes, the boolean Nodes Match is set to true (block 44). If the answer to this is no, the variable Nodes Match remains false, meaning that the resource does not reside on the local server node. The process continues with an inquiry as to whether or not 30 the state of the Global State Machine (GSM) is unknown (diamond 45). The GSM represents the current state of the Resource DLL 22. If the answer to the inquiry is

yes, process step 46 sets a boolean variable Call User Group to true. Call User Group is set to true when a task needs to be done to the driver 23 during transition. If the answer to decision diamond 45 is no, the boolean
5 variable Call User Group remains false. Process step (block 47) then gets the GSM Mutex, which protects the resource from being written to more than once at a given time. This is followed by an inquiry as to whether Nodes Match is set to true (diamond 48). If the answer to this
10 is no, then the state of the GSM is set to Failover (block 51). On the other hand, if Nodes Match is true, meaning the share resides on the local server, then another inquiry is made as to whether the GSM is unknown (diamond 49). If the answer to this is yes then a
15 process step (block 50) is performed of setting the state of the GMS to online. If the answer to decision diamond 49 is no, then the GSM state is not reassigned. Process block 52 then releases the GSM Mutex. This is followed by a process step (block 53) to schedule the online
20 thread. Handling the separate thread is further explained in FIGS. 6A and 6B. After scheduling the thread, the process returns the status of online pending (block 54).

25 With reference to FIGS. 6A and 6B, the routine of scheduling the online thread is shown. Before proceeding with the online thread process, a brief explanation of the difference in block shape used during process flow may be helpful. All parallelogram blocks represent calls
30 to the driver 23. These process steps involve the Resource DLL 22 interfacing with the driver 23 in some way. Process steps not involving a call to the driver 23

are shown as rectangular blocks. The process begins with start bubble 60, followed by a step of reading the resource parameters (block 61) passed in by the online process described in FIG. 5. Process step (block 62) 5 then gets the GSM Mutex, which protects the resource from being written to multiple times. Next, a decision is made as to whether or not the boolean variable Call User Group is true (decision diamond 63). Call User Group is true when a task needs to be done to the driver 23 during transition. If the answer to this inquiry is yes, a call 10 to the driver 23 is made (block 64). During this process step, the Resource DLL 22 interfaces with the driver 23, sending a signal that network packets are allowed. This is followed by resetting the boolean Call User Group back 15 to false (block 65). If the answer to decision diamond 63 is no, no signal is sent to the driver 23. The process continues with an inquiry as to whether or not the Nodes Match boolean variable is true (decision diamond 66). Nodes Match is true when the request is for 20 a local share. If the answer to this inquiry is yes, the Resource DLL 22 interfaces with the driver 23 and enables the local shares counter (block 67), and the status of the Local State Machine (LSM) is set to online (block 69). The LSM represents the current state of the 25 resource. If the answer to decision diamond 66 is no, the driver 23 enables failover functionality (block 68), and the status of the LSM is set to Failover (block 70). Next, the Resource DLL 22 signals the driver 23 to enable shares (block 71). Decision diamond 72 then decides 30 whether or not the Nodes Match variable is set. If the answer to this is yes, process step (block 73) increments the Node Shares Count and the driver 23 disables the

local shares counter (block 75). If the answer to the inquiry is no, however, OPNode Count is incremented (block 74). Next, the Resource State variable is assigned the value of Cluster Resource Online (block 76). After Resource State has been set, process step (block 77) releases the GSM Mutex, allowing other programs to write to the resource. The process then exits (block 78).

Referring now to FIG. 7, the steps for enabling failback for an offline request is shown. The process begins with start bubble 80, followed by a process step (block 81) to check and validate the offline resource. An offline thread is then scheduled (block 82). The offline thread process is further explained in FIGS. 8A and 8B. After the thread has been scheduled, the process returns a status of offline pending (block 83).

With reference to FIGS. 8A and 8B, the routine of scheduling the offline thread is shown. The process begins with start bubble 90. Process step (block 91) then reads the resource parameters passed in by the offline process described in FIG. 7. Process step (block 92) then gets the GSM Mutex, protecting the resource from being written to more than once at a given time. Decision diamond 93 then decides whether or not the status of the LSM is Failover. If so, the driver 23 enables functionality for the transition (block 94). Otherwise, no call to the driver 23 is made. The process continues with an inquiry as to whether or not the Nodes Match boolean variable is true (decision diamond 95). Nodes Match is true when the request is for a local

share. If the answer to the inquiry is yes, the driver 23 enables the Local Shares Counter (block 96). The Local Shares Counter keeps a running tally of all local shares for the driver 23. If the answer to decision 5 diamond 95 is no, no call to the driver 23 is made. Process step (block 97) then sets the Resource State for the MSCS 21 to Cluster Resource Offline Pending, thus enabling error-handling for the Resource State. This is followed by the driver 23 disabling the resource (block 10 98). After this, an inquiry is made as to whether or not Nodes Match is set to true. If Nodes Match is true, process step (block 100) decrements Node Share Count. Node Share Count is a running tally of the number of shares on local server. If NT Server B 24 is the local 15 server, Node Share Count would represent all shares residing on NT Server B 24. The value of Node Share Count is identical to that of the Local Shares Counter for the driver 23. If Nodes Match is false, process step (block 101) decrements OPNode Share Count. OPNode Share 20 Count represents the number of shares on the opposite server node. If NT Server B 24 is the local server, OPNode Share Count is a running tally of the number of shares local to NT Server A 20. Decision diamond 102 determines whether or not OPNode Share Count is equal to 25 0. If the answer to this inquiry is yes, the status of the GSM is set to offline (block 103). Otherwise, the status of the GSM is not reassigned. The process continues with an inquiry as to whether or not the value of Node Share Count plus OPNode Share Count equals 0. If 30 the answer to this inquiry is yes, the boolean variable Call User Group is set to true (block 105). Otherwise, Call User Group is not reassigned. Decision diamond 106

then determines whether or not Nodes Match is set. If so, the driver 23 disables the Local Share Counter (block 107). If Nodes Match is false, no call is made to the driver 23. Process step (block 108) then assigns the 5 Resource State to Cluster Resource Offline, signifying the offline thread process has completed for the MSCS 21. LSM is then set to offline (block 109). After setting LSM to offline, the process releases the GSM Mutex, allowing other programs to write to the resource (block 10 110). The process then exits (block 111).

Referring now to Fig. 9, a flowchart illustrating the steps for a close request is shown. The process begins with start bubble 120 followed by a process step 15 (block 121) to verify the validity of the resource entry to be closed. The process continues by closing all registry key handles to the resource entry (block 122). After closing all handles, the resource entry is deleted 20 (block 123). The deletion of the resource entry includes deallocating the resource entry and freeing all memory associated with the resource entry. After deleting the resource entry, the process exits (block 124).

The methods and apparatus of the present invention, 25 or certain aspects or portions thereof, may take the form of program code (i.e., instructions) embodied in tangible media, such as floppy diskettes, CD-ROMS, hard drives, or any other machine-readable storage medium, wherein, when the program code is loaded into and executed by a machine, 30 such as a computer, the machine becomes an apparatus for practicing the invention. The methods and apparatus of the present invention may also be embodied in the form of

program code that is transmitted over some transmission medium, such as over electrical wiring or cabling, through fiber optics, or via any other form of transmission, wherein, when the program code is received and loaded into
5 and executed by a machine, such as a computer, the machine becomes an apparatus for practicing the invention. When implemented on a general-purpose processor, the program code combines with the processor to provide a unique apparatus that operates analogously to specific logic
10 circuits.

Although the invention has been described with reference to a specific embodiment, this description is not meant to be construed in a limiting sense. Various
15 modifications of the disclosed embodiment as well as alternative embodiments of the invention will become apparent to one skilled in the art upon reference to the description of the invention. It is therefore contemplated that the appended claims will cover any such
20 modifications of embodiments that fall within the true scope of the invention.

WHAT IS CLAIMED IS:

1 1. In a computer system including at least two
2 server nodes, each of which execute clustered server
3 software, a method for providing a transition from a
4 first one of said server nodes to a second one of said
5 server nodes, said method comprising the steps of:

6

7 a. in response to a request for said
8 transition, initiating a thread for effecting
9 said transition from said first server node to
10 said second server node;

11

12 b. determining if a shared resource is owned
13 by said second node, and if not;

14

15 c. calling a driver to enable functionality
16 of said transition, which transition sets up
17 said shared resource access to said second
18 server node.

19

1 2. The method as in Claim 1, further including a
2 step of counting the number of resources that have
3 transitioned.

4

1 3. The method as in Claim 1 wherein said
2 transition occurs when said first server has failed and
3 said resource is brought online on said second server.

1

2 4. The method as in Claim 1 wherein said
3 transition occurs when a server becomes active following
4 a failure and said resource is brought online on said
5 first server and offline on said second server.

6
1 5. The method as in Claim 1 wherein said
2 transition occurs in response to a selection by a user.
3

1 6. The method as in Claim 5 wherein said
2 transition occurs in response to said user selection so
3 that said resource is brought online on said second
4 server.

5
1 7. The method as in Claim 5 wherein said
2 transition occurs in response to said user selection so
3 that said resource is brought online on said first server
4 and offline on said second server.

5
1 8. A storage medium encoded with machine-readable
2 computer program code for providing a transition from a
3 first one of said server nodes to a second one of said
4 server nodes, wherein, when the computer program code is
5 executed by a computer, the computer performs the steps
6 of:

7 a. in response to a request for said
8 transition, initiating a thread for effecting
9 said transition from said first server node to
10 said second server node;

11
12 b. determining if a shared resource is owned
13 by said second node, and if not;

14
15 c. calling a driver to enable functionality
16 of said transition, which transition sets up
17 said shared resource access to said second
18 server node.

1 9. The storage medium as in Claim 8, further
2 including a step of counting the number of resources that
3 have transitioned.

4

1 10. The storage medium as in Claim 8 wherein said
2 transition occurs when said first server has failed and
3 said resource is brought online on said second server.

1

2 11. The storage medium as in Claim 8 wherein said
3 transition occurs when a server becomes active following
4 a failure and said resource is brought online on said
5 first server and offline on said second server.

6

1 12. The storage medium as in Claim 8 wherein said
2 transition occurs in response to a selection by a user.

3

1 13. The storage medium as in Claim 12 wherein said
2 transition occurs in response to said user selection so
3 that said resource is brought online on said second
4 server.

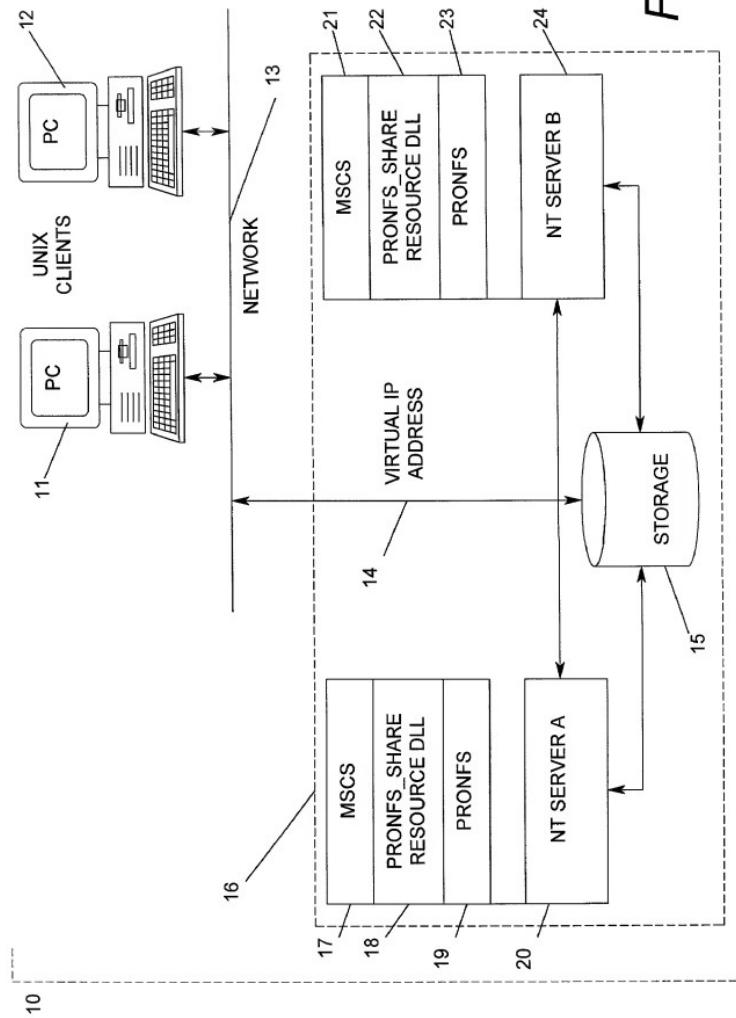
5

1 14. The storage medium as in Claim 12 wherein said
2 transition occurs in response to said user selection so
3 that said resource is brought online on said first server
4 and offline on said second server.

ABSTRACT OF THE DISCLOSURE:

The method of the present invention is useful
in a computer system including at least two server nodes,
5 each of which execute clustered server software. The
program executes a method for providing a transition from
a first server node to a second server node. The method
includes the steps of responding to a request for the
transition and initiating a thread for effecting the
10 transition from the first server node to the second
server node. Next, determining if a shared resource is
owned by the second server node and if not, calling a
driver to enable functionality of the transition, which
transition sets up the shared resource access to the
15 second server node.

FIG. 1



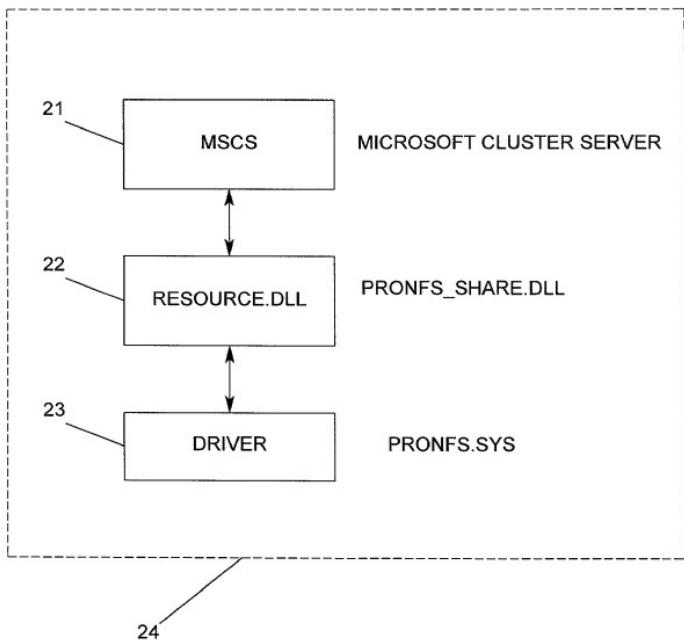
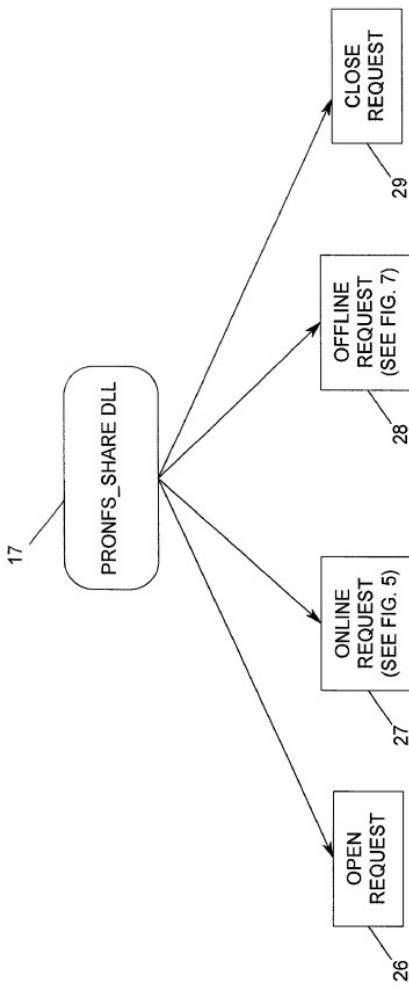


FIG. 2

FIG. 3



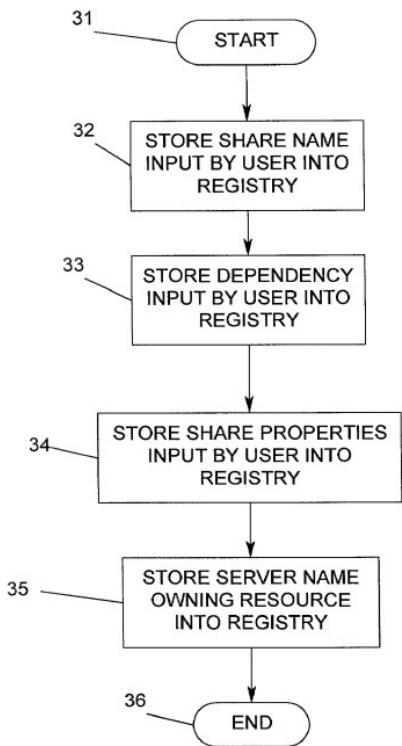


FIG. 4

PRONFS_SHARE
OPEN REQUEST

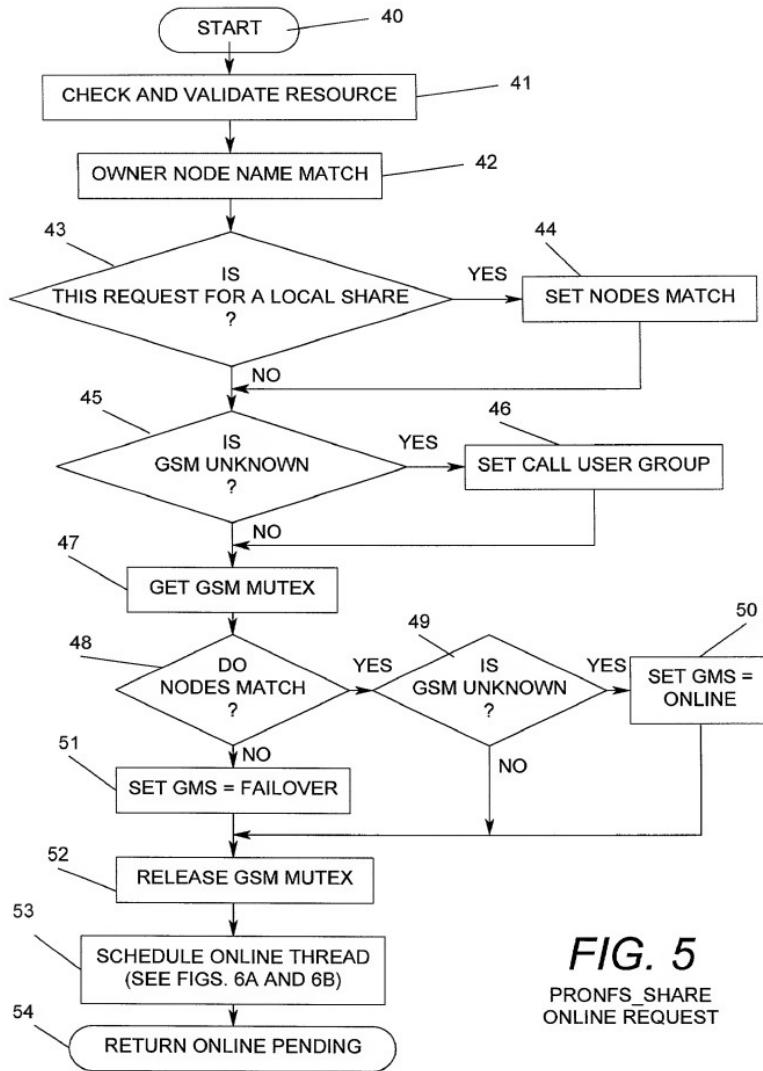


FIG. 5

PRONFS_SHARE
ONLINE REQUEST

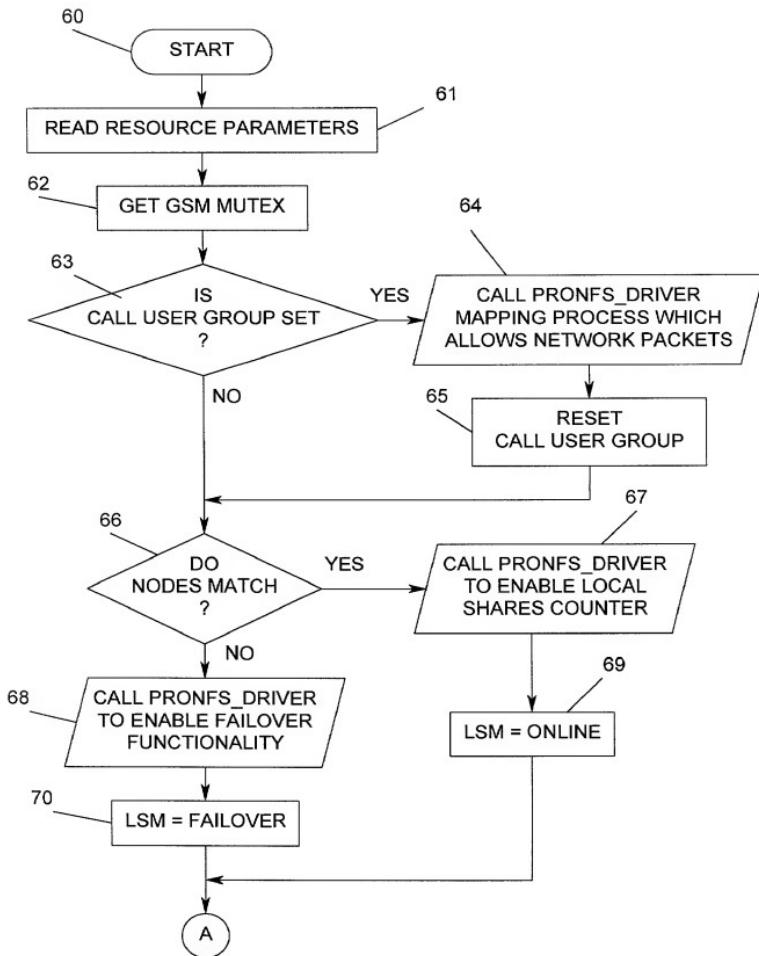


FIG. 6A
ONLINE THREAD

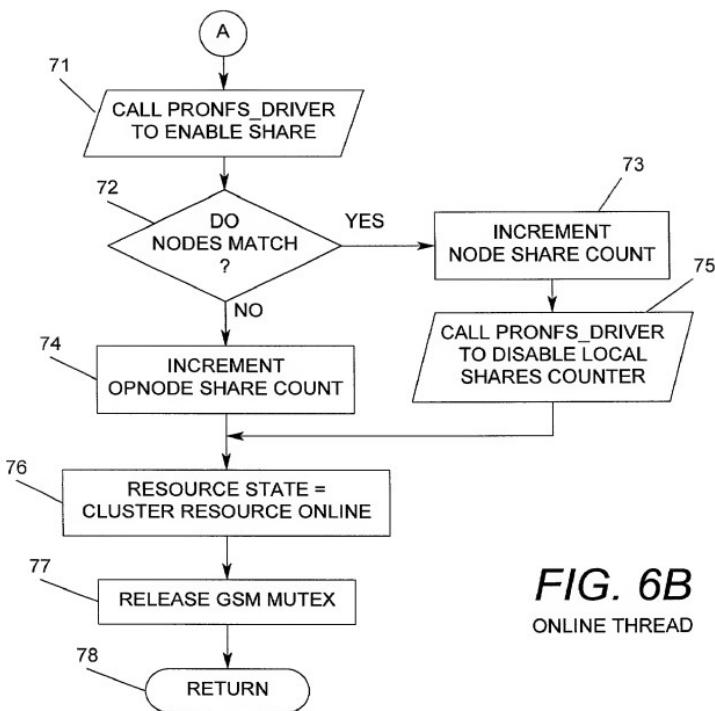


FIG. 6B
ONLINE THREAD

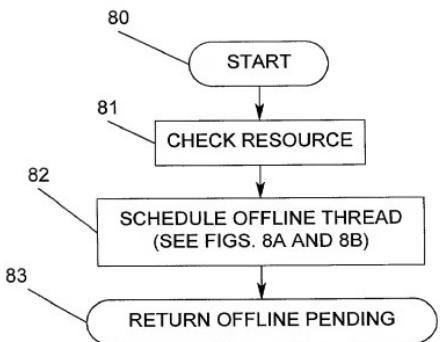
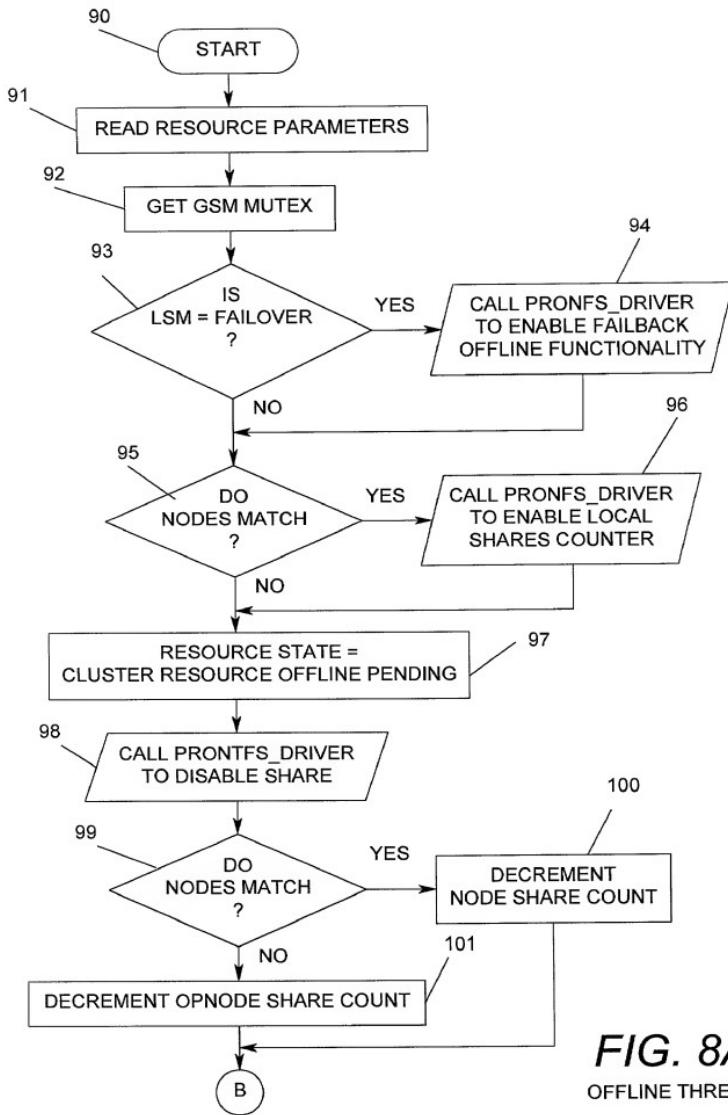


FIG. 7

PRONFS_SHARE
OFFLINE REQUEST



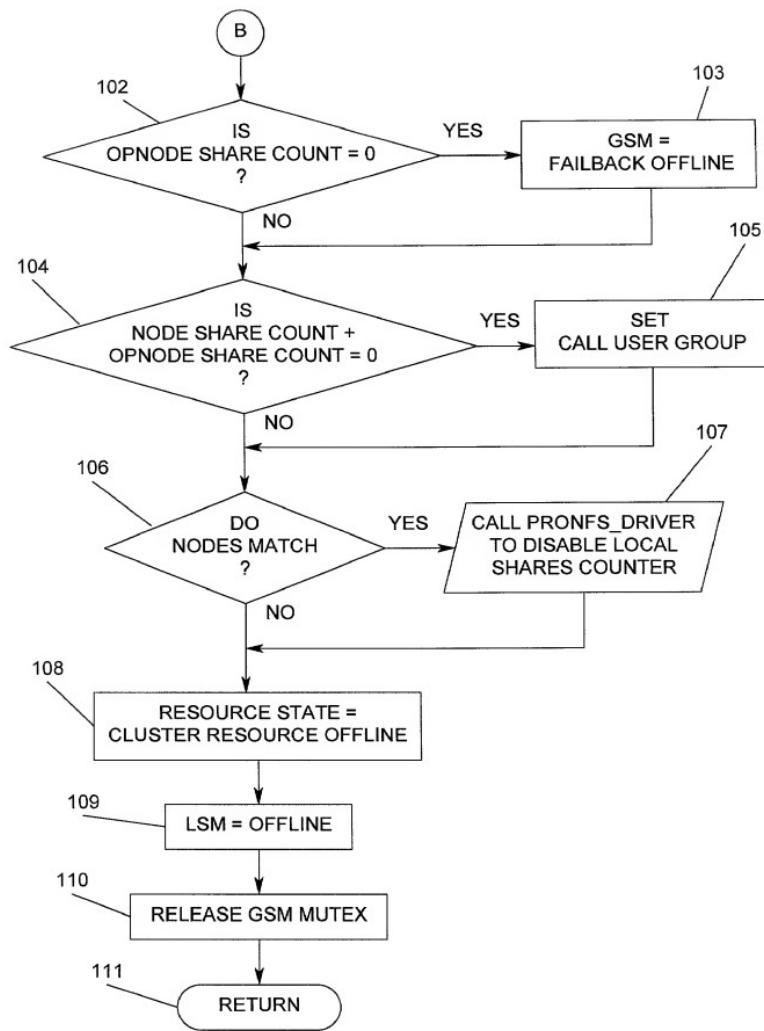


FIG. 8B
OFFLINE THREAD

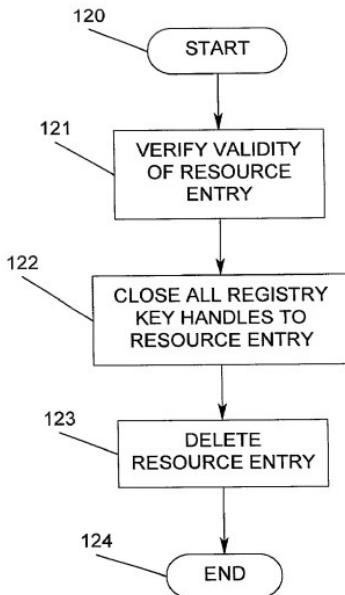


FIG. 9

PRONFS_SHARE
CLOSE REQUEST

PATENT

Attorney's Docket No. 05MV1121

COMBINED DECLARATION AND POWER OF ATTORNEY

As a below named inventor, We hereby declare that:

TYPE OF DECLARATION

This declaration is of the following type:

- original
- design
- supplemental
- divisional
- continuation
- continuation-in-part (CIP)

INVENTORSHIP IDENTIFICATION

Our residence, post office address and citizenship are as stated below next to our names, We believe we are the original, first and joint inventors of the subject matter which is claimed and for which are a patent is sought on the invention entitled:

TITLE OF INVENTION

A METHOD PROVIDING A TRANSITION FROM ONE SERVER TO ANOTHER SERVER CLUSTERED TOGETHER

SPECIFICATION IDENTIFICATION

the specification of which: (complete (a) or (b))

(a) is attached hereto.

(b) was filed on _____ as Serial No. _____
or Express Mail No., as Serial No. not yet known

ACKNOWLEDGEMENT OF REVIEW OF PAPERS AND DUTY OF CANDOR

We hereby state that we reviewed and understand the contents of the above identified specification, including the claims, as amended by an amendment referred to above.

We acknowledge the duty to disclose information

- which is material to patentability as defined in 37, Code of Federal Regulations, § 1.56 and which is material to the examination of this application, namely, information where there is a substantial likelihood that a reasonable examiner would consider it important in deciding whether to allow the application to issue as a patent, and
- In compliance with this duty there is attached an information disclosure statement in accordance with 37 CFR 1.98.

POWER OF ATTORNEY

We hereby appoint the following attorneys to prosecute this application and transact all business in the Patent and Trademark Office connected therewith.

Name	Registration Number
J. Ronald Richebourg	26,642
Mark T. Starr	28,762
SEND CORRESPONDENCE TO	DIRECT TELEPHONE CALLS TO:
Unisys Corporation J. Ronald Richebourg 25725 Jeronimo Road, MS400 Mission Viejo, CA 92691	(949) 380-5055

DECLARATION

We hereby declare that all statements made herein of our own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

SIGNATURES

Full name of first inventor:

Nripjeet
(GIVEN NAME)

Singh
(MIDDLE INITIAL OR NAME)

Josan
FAMILY (OR LAST NAME)

Inventor's signature Nripjeet Singh Josan
Date 11/21/2000 Country of Citizenship India

Residence 23842 Alicia Pkwy., #106, Mission Viejo, CA 92691

Post Office Address Same as above

Full name of second inventor:

Brenda
(GIVEN NAME)

Ann
(MIDDLE INITIAL OR NAME)

Moreno
FAMILY (OR LAST NAME)

Inventor's signature Brenda Ann Moreno
Date 11-21-2000 Country of Citizenship USA

Residence 26892 La Sierra Drive, Mission Viejo, CA 92691

Post Office Address Same as above

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it displays a valid OMB control number.

**REQUEST AND CERTIFICATION
UNDER
35 U.S.C. 122(b)(2)(B)(i)**

First Named Inventor	Nripjeet Singh Josan
Title	A Method for Providing a Transition from One Server to Another Server C1
Atty Docket Number	05MV1121

I hereby certify that the invention disclosed in the attached application has not and will not be the subject of an application filed in another country, or under a multilateral agreement that requires publication at eighteen months after filing. I hereby request that the attached application not be published under 35 U.S.C. 122(b).

11/21/00

Date



Signature

J. Ronald Richebourg

Typed or printed name

This request must be signed in compliance with 37 CFR 1.33(b) and submitted with the application upon filing.

Applicant may rescind this nonpublication request at any time. If applicant rescinds a request that an application not be published under 35 U.S.C. 122(b), the application will be scheduled for publication at eighteen months from the earliest claimed filing date for which a benefit is claimed.

If applicant subsequently files an application directed to the invention disclosed in the attached application in another country, or under a multilateral international agreement, that requires publication of applications eighteen months after filing, the applicant must notify the United States Patent and Trademark Office of such filing within forty-five (45) days after the date of the filing of such foreign or international application. Failure to do so will result in abandonment of this application (35 U.S.C. 122(b)(2)(B)(iii)).

Burden Hour Statement: This collection of information is required by 37 CFR 1.213(a). The information is used by the public to request that an application not be published under 35 U.S.C. 122(b) (and the PTO to process that request). Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This form is estimated to take 6 minutes to complete. This time will vary depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, Washington, DC 20231. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Washington, DC 20231.